

XBOX

<http://www.replacementdocs.com>

NTSC



EVERYONE  
E  
CONTENT RATED BY  
ESRB

UNIVERSAL  
INTERACTIVE

# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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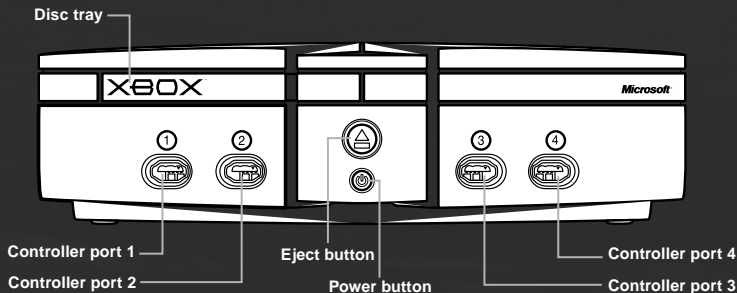


UNIVERSAL INTERACTIVE



# GETTING STARTED

## Using the Xbox™ Video Game System



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. This title supports Dolby Digital™ audio and HDTV 480p video outputs. Consult the Xbox Instruction Manual to configure the Xbox to use these audio and video settings.
3. Press the Power button and the status indicator light will light up.
4. Press the Eject button and the disc tray will open.
5. Place the *Crash Bandicoot: The Wrath of Cortex™* disc on the open disc tray with the label facing up and close the disc tray.
6. Follow on-screen instructions and refer to this manual for more information about playing *Crash Bandicoot: The Wrath of Cortex™*.

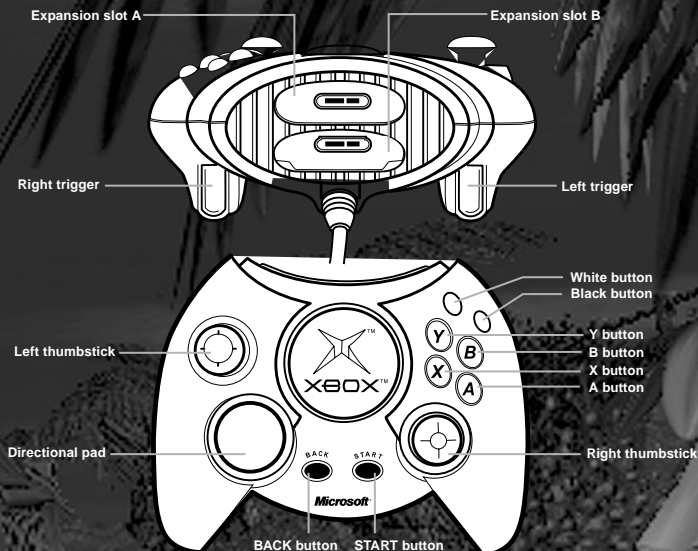
## Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.



# Using the Xbox Controller



START OR A BUTTON . . . . .	Start Game/Begin Play
START BUTTON . . . . .	Pause
DIRECTIONAL PAD OR LEFT THUMBSTICK . . . . .	Select Options

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about playing *Crash Bandicoot: The Wrath of Cortex™*.

# Controlling Crash and Coco

## Directional Pad or Left Thumbstick

↑ UP ..... Move Forwards

↓ DOWN ..... Move Backwards

⇒ RIGHT ..... Move Right

⇐ LEFT ..... Move Left

Y BUTTON ..... Show Status Panel

A BUTTON ..... Jump

B + A BUTTON ..... High Jump

X BUTTON ..... Spin Crash/Coco's Karate Kick

B BUTTON ..... Coco's Sweep Kick

B BUTTON ..... Crouch (not moving)

B BUTTON THEN MOVE ↑, ↓, ⇒, or ⇐ ..... Crawl

A + B BUTTON ..... Body Slam Crash/Coco's Stomp

B BUTTON WHILE RUNNING ↑, ↓, ⇒, or ⇐ ..... Slide

B + A BUTTON WHILE RUNNING

↑, ↓, ⇒, or ⇐ ..... Super Slide High Jump

# VEHICLE CONTROLS

(USE LEFT THUMBSTICK TO CONTROL DIRECTIONAL MOVEMENT)



## Firefly

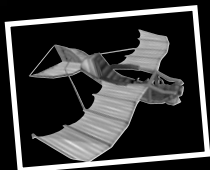
**A BUTTON** – Hold **A** to lock onto enemies. Release **A** to fire when lock-on is complete.

## Glider / Space Fighter

**A BUTTON** – Fire Cannon and Lasers

**RIGHT TRIGGER** – Barrell Roll Right

**LEFT TRIGGER** – Barrell Roll Left



## Copter-Pak

**UP** – Moves Crash down

**DOWN** – Moves Crash up

**A BUTTON** – Moves Crash forward

**B BUTTON** – Moves Crash backwards

**X BUTTON** – Spins Copter-Pak

**↔ / ⇨** – Moves Crash left/right



## Jeep

**A BUTTON** – Accelerate



## Coco's Scooter / Snowboard

**A BUTTON** – Jump

**B BUTTON** – Speed Boost



## Sub

**X BUTTON** – Shoot Torpedoes

**A BUTTON** – Release Depth Charge



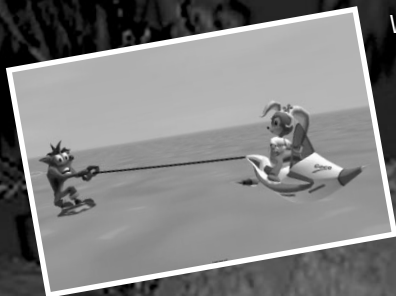
## Mech

**Directional Buttons** – move/aim bazooka/water cannon when active

**A BUTTON** – Jump

**X BUTTON** – Hold to activate bazooka/water cannon and release to fire

# WRATH IS A TERRIBLE THING TO WASTE!

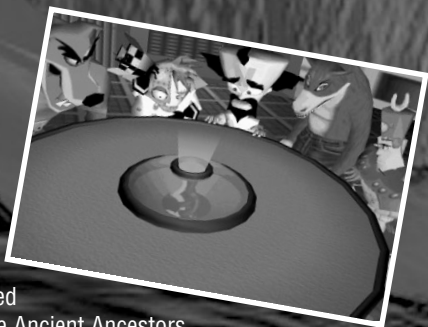


When we last saw Crash Bandicoot he had just defeated Dr. Neo Cortex and Uka-Uka and was finally going to take some well earned time off. So now here he is, with his super-smart sis, Coco, and friendly companion, Aku Aku, soaking up a few rays on the beach. But as we all know, diabolical evil always finds a way to ruin Crash's day.

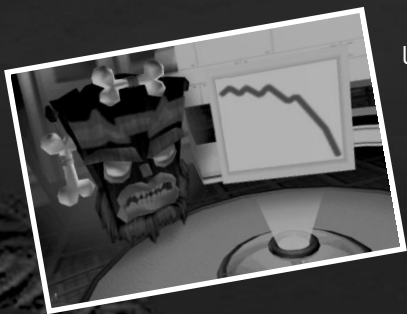


Somewhere else in the galaxy, Uka Uka holds a “bad-guy convention” in a newly built space station. The attendees are Dingodile, N. Tropy, Tiny, N. Gin and of course Dr. Neo Cortex. Uka Uka is furious, evil's productivity is way down and something has to be done. Luckily, over the past couple of years, Dr. Cortex has been working on a super-secret weapon that will surely crush Crash forever—a super-bandicoot named Crunch. Unfortunately, he needs more power to finish it. Uka tells the group of baddies a story:

...Several thousands of years ago the Ancient Ancestors fought a brave battle against the Elementals—a group of renegade masks who had control and power over the elements of Air, Earth, Fire and Water. Each mask reigned over a specific element and used these elements to ravage the globe. The Ancient Ancestors were able to imprison the Elementals through the use of special crystals that put them in a state of hibernation.







Uka Uka explains that if they can release these masks and harness their destructive power, Cortex can complete his super-secret weapon and rid themselves of Crash Bandicoot once and for all.

Back on Earth, all heck breaks loose.

A volcano erupts, showering the land with lava and charred rock. A tornado rages through the jungle and then a thundering earthquake shakes the Earth off of its hinges. Aku Aku knows something is very wrong here. He knows the Elementals have been unleashed on the world once again. The only way to put an end to the Elementals is to find the Elemental crystals that are scattered all across the Earth. Utilizing her brilliant technical savvy, Coco creates a Virtual Reality warp device that will take them to the different points on the globe to retrieve the crystals.



Can Crash and Coco brave the elements and destroy Crunch? Or will Cortex finally have his day in the sun?



# PAUSING AND OPTIONS

## PAUSE SCREEN

If Dr. Cortex's wrath is getting the better of you, you can pause at any time. On the Pause screen, check your progress through the game and set your game play options.



### Options:

Choose between three options, Resume Game, Game Options, Return to the Warp Room

### Player Name

Name of saved game

### % Completed

Percentage of game completed

## Crystals, Gems, Relics & Powers

Runs in a cycle, shows the number of collected items, total items found throughout the game, and any special powers in use

## OPTIONS

To change or select game options from the Pause screen, press the Directional Buttons or Left Analog Stick to select an option and then to make adjustments. Press the **A** button to confirm options.

### Vibration ON/OFF

Turn Vibration ON or OFF.

### Sound Option

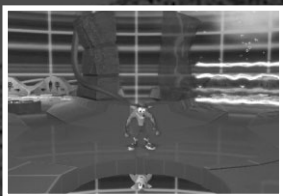
Select MONO or STEREO sound, and adjust the MUSIC and SOUND FX volume.

### Adjust Screen

Adjust screen LEFT or Right.



# HOW TO GO VIRTUALLY ANYWHERE



## The Virtual Reality Hub System

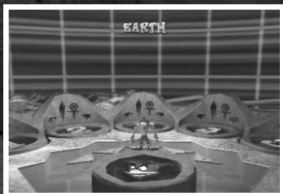
Coco has created a Virtual Reality Hub System to aid you in finding all the crystals.

## The VR Hub System

There are five VR Hubs. Each VR Hub has five teleportation portals to different levels.

After completing all five levels, a sixth teleportation portal will appear, opening a portal to a Boss level.

Defeat Crunch and the Elemental at the end of each hub to unlock the next VR Hub.



# LOADING AND SAVING

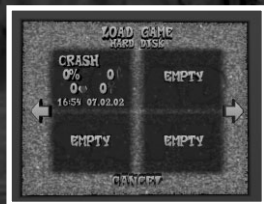
## Saving a game

1. To save a game walk up to the Load/Save terminal to activate it.
2. Highlight the “Choose Memory Unit” option and press the **A** button to select either the Hard Disk or a Memory Card as the location to store your saved game.
3. Highlight the “Save Game” option and press the **A** button. If you are saving a game for the first time, select a save slot to save your game into. You can store up to 12 games on either the Hard Disk or a Memory Card.
4. Select the slot where you want your game saved and press the **A** button.



## Loading a game

1. To save a game walk up to the Load/Save terminal to activate it.
2. Highlight the “Choose Memory Unit” option and press the **A** button to select either the Hard Disk or a Memory Card as the location from where to load a previously saved game.
3. Highlight the “Load Game” option and press the **A** button. Select a previously saved game from the games available by pressing the **A** button. Only four saved game will be displayed at a time. Arrows on the left or the right of the Load Game screen indicate that another page of saved games is available.



# GEMS ARE A BANDICOOT'S BEST FRIEND



## **Wumpa Fruit**

Collect 100 pieces of Wumpa Fruit and earn a free life (1-up).



## **Aku Aku (Witch Doctor Mask)**

When possessing an Aku Aku Mask, Crash is shielded from one enemy's attack or contact. Collect three Aku Aku Masks to earn temporary invulnerability from all minor dangers.

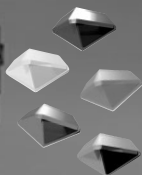


## **Crystals**

Crystals are the most important items in the game. Find all 25 Crystals (there's one hidden in every level except the Boss levels) to finish the game. In some levels you will win the Crystal at the end or after completing a specific challenge.

## **Gems**

Gems are more difficult to find than Crystals, but well worth the effort.



### **There are two types of Gems:**

Clear Gems are your reward for breaking all of the boxes in a level or for completing a secret area.

Colored gems are found in special levels and transport you to hidden areas.

## **Relics**

You can win Relics by re-entering the level after collecting the Crystal. You can play in Time Trial mode. If you beat the level under the pre-designated time (shown before you enter the level), you will be rewarded with a Sapphire, Gold, or Platinum Relic. (See "Time Trial" for details.)

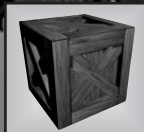
The first five Relics you receive will open up a secret level. You must go through these secret levels to get 100% completion of the game.





# Crate Balls of Fire!

It's all about the crates! Smash the boxes open to get at all the secret goodness inside, like Wumpa fruit or 1-Ups. But not all crates are nicey nicey, so be careful!

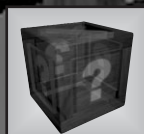


## Crate

This is your everyday, garden-variety box. Crack these open to get at those delicious Wumpa fruit.

## Bouncy Box

Always good for a boost to reach those high areas, not to mention all the fruit they give if you keep jumping on them. Spinning them will leave you with nothing!



## Surprise Box

You never know what you'll find—there's a surprise in every box.

## Aku Aku Box

I hear ya knockin' so I'm gonna let ya out! Smash these crates to release the Aku Aku spirit. He will aid Crash and Coco by protecting them. Collect 1 mask for one hit point, 2 masks for two hit points, and 3 masks for temporary invincibility.



## Checkpoint Crate

Busting these crates open will allow you to restart from that point if you happen to lose a life, instead of restarting at the beginning of the level.

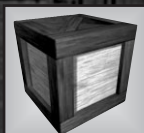
## Crash Crate

An extra life in every box! On levels with Coco these crates will be replaced with Coco Crates.



## TNT Crate

Hop on these to trigger the 3-second delay fuse. Stand clear before they blow! Careful not to spin these or...**BLAMMO!**



## Slot Box

Watch them change faster and faster. Spin them to win your prize. But act fast as they will quickly turn into an unbreakable iron crate.



### **Outline Box**

These strange boxes appear only if the Switch Box hidden in that level is activated.

### **Switch Box**

Hit these to turn on those silly Outline Boxes.



### **Nitro Crate**

Caution should be used when close to these highly volatile boxes. Many a bandicoot has been vaporized by these green meanies.

### **Nitro Switch Box**

Smacking these will detonate every Nitro Crate in the level.



### **Spring Crate**

Jump on these wooden crates to give you that extra height on jumps.

### **Iron Spring Crate**

These hard-to-reach crates will spring you to those hard to reach places.

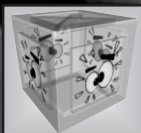


### **Steel Crates**

These are stronger than your average crate. Try some of Crash's or Coco's other moves to crack these bad boys open.

### **Time Box**

Found only in Time Trial Mode, these boxes will freeze the timer for the number of seconds listed on the side.



### **Invisibility Crate**

When spun, Crash becomes invisible for a limited time. On the screen you'll appear as an outline of Crash. Note: Certain objects may not detect you if you are invisible.

# TIME TRIAL

## Fastest Marsupial Gets a Prize



### Time Trial

After you finish a level the first time, race through it again in Time Trial mode. You can win a Sapphire, Gold, or Platinum Relic depending on how fast you go.

Sapphires and Gold relics are easy to win; but Platinum means you really “hauled bandicoot.” (Total 30 Relics)

### To Make a Time Trial Run:



The pre-designated time appears in the virtual display when standing next to the level portal. This is the time you must beat.

Touch the stopwatch near the beginning of a level to activate the timer; otherwise you'll play the level in regular mode.



Speed through the level as fast as you can. When you break a box with a number on it, the clock freezes for that amount of time.

In Trial mode you do not lose lives, so play through as many times as you like. When you finish the level, the Name screen appears so you can register your best time.

# NEW POWERS

Each time you defeat a Boss, a new power is yours for the rest of the game.



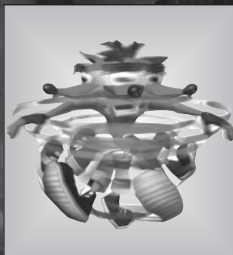
**Tip Toe**  
Black button



**Super Double Jump**  
A + A buttons (at the top of the first jump)



**Death Tornado**  
X button (tap repeatedly)



**Crash Dash**  
Left thumbstick or Directional pad + Right trigger



**Bazooka**  
Left trigger + B button  
Release B button to fire





# SO YOU THINK YOU HAVE WHAT IT TAKES...

## THE BARE MINIMUM

Just make it through all the levels. When you've collected all 25 Crystals and defeated Dr. Cortex and Crunch, you win.

## DO IT ALL

You can go through a level without getting 100% of the collectibles it holds, BUT to win the real prize of this elemental world, scour each Warp Portal and dig up everything there is in each level—including the secret areas.



### Go for It, Champ!

You begin the game with four lives for Crash and Coco.

To earn more lives: Collect 100 Wumpa Fruits. Break open a Crash Crate and collect a Crash 1-UP.

If you run out of lives, the game is over. To continue, select YES and press the **A** button.

Keep an eye out for Bonus platforms and Death Routes in any level. Jump onto them to fly to a special bonus area. Run through the maze, grabbing everything that isn't tacked down. Once you complete a bonus area, you can't play it again.

## The Status Panel

Press the **Y** button during game play to display the Status Panel and check on your progress.

Boxes opened, and the total number for the level.

Wumpa Fruit collected



Crash lives remaining.

# OUR HEROES AND HEROINE



## **Crash Bandicoot**

Taken from his jungle paradise and subjected to Dr. Neo Cortex's Evolver-Ray, Crash was the pinnacle of Cortex's genetic manipulation. But as fate would have it, Crash was thrown out like garbage by Cortex for being a nice guy. Crash spends his time these days sunning himself by the seaside, and is called upon from time to time to thwart any World Domination plans Dr. Neo Cortex might have in the works. Can Crash do it again?

## **Coco Bandicoot**

Coco, Crash's little sister, was also snatched from the jungle and genetically enhanced by Cortex. She is a super-smart computer expert, with a love of Hong Kong martial art movies, and one heck of a scooter rider! She's always there to back her big bro up, and not afraid to mix it up herself.



## **Aku Aku**

A kindly omnipotent witch doctor mask, Aku Aku guides and aids Crash and Coco in stopping Cortex's and Uka Uka's devious plans.



# DR. NEO CORTEX

## AND HIS BADDIES

### **Crunch**

Cortex's most radical weapon yet created, Crunch is a perfectly tuned Super-Bandicoot! A bionic brute, he has been genetically created for one reason and one reason alone:

**DESTROY CRASH BANDICOOT!**



### **Tiny the Tiger**

Tiny is a hulking ferocious beast, who some believe may have been Dr. Cortex's first foray into genetic alteration. Don't let his size fool you; Tiny may be muscle-bound, but he certainly isn't a dimwitted buffoon.

### **Dingodile**

Another freak of nature created by Cortex in his pursuit of the perfect genetic warrior. Dingodile, is a half dingo-half crocodile monstrosity who enjoys reading Shakespeare, playing croquet, and roasting orange marsupials with his flamethrower.



### **Dr. N. (Nefarious) Tropy**

Known for his diabolical work in quantum warp technology and his Time Twister device, Dr. N. Tropy can usually be found disturbing the temporal flow by creating time paradoxes just for laughs.

### **Dr. N. Gin**

Half man, half machine, with half a missile sticking out of his head, Dr. N. Gin, Cortex's right-hand man, is a scientific genius in robotics and cybernetics.



### **Uka Uka**

The evil twin mask of Aku Aku, Uka Uka is the controlling force behind Cortex's obsession with conquering the world.

# ELEMENTAL MASKS

## Elementary, My Dear Bandicoot

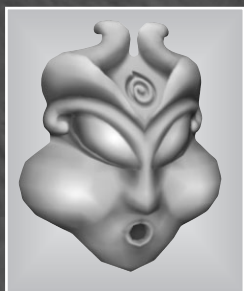
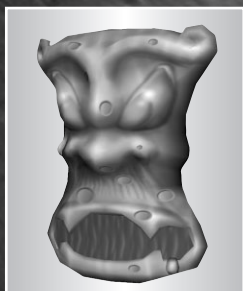


### **Rok-Ko**

Quick to anger with a head full of rocks, Rok-Ko is the elemental mask of Earth. He controls such earthly forces as earthquakes and landslides to name a few.

### **Wa-Wa**

Out to flush the world clean and rebuild it as he remembers it, this stick-in-the-mud puddle is the elemental mask of Water.



### **Lo-Lo**

This crazy joker could be a real blast at a party if he didn't always blow the house down! Lo-Lo is the elemental mask of Air and has dominion over the forces of wind.

### **Py-Ro**

The strongest and the most evil of the ancient elemental masks, Py-Ro controls the element of fire. His temper is known to go off like a volcano when perturbed.





# Like the Game So Far?

Then log onto [www.wrathofcortex.com](http://www.wrathofcortex.com) now and check out some cool things that Crash and his friends are up to, including:

Screenshots  
Browser Skins  
Screensavers

Downloads  
Tips and Tricks  
AND TONS MORE!!!

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Tom Jaeger

John Robinson

Harry Woolway

### **Voice Cast**

**Dr. Neo Cortex**

**Uka-Uka**

Clancy Brown

**Aku-Aku**

Mel Winkler

**Coco Bandicoot**

Debi Derryberry

**Crunch Bandicoot**

Kevin Michael Richards

**Ppy-Ro - The Fire Elemental**

Mark Hamill

**Wa-Wa - The Water**

**Elemental**

R. Lee Ermy

**Rok-Ko - The Earth**

**Elemental**

Tom Wilson

**Lo-Lo - The Air Elemental**

Jess Harnell

**N. Gin/ N. Tropy**

Cory Burton

**Additional Concept Artwork**

Thom Ang

**Crunch Conceptual Design**

Sean Krankel

Craig Whittle

### **QA Testing**

Absolute Quality

### **Lead Tester**

Chris Ho

### **Second Lead Testers**

Jose Velasco

Galen Laws

### **Testers**

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Paul Garcia

Brian Leung

Ray Schrekengost

Mike Gonzalez

Richard Burkhart

Steve Ferreira

Keith Tsubouchi

Steve Alvarado

Carble Cheung

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Andrew Kline

### **Director**

Mike Richardson

## **Vivendi/Universal Quality Assurance Team**

### **QA Project Lead**

Michael Caradonna

### **QA Associate Lead**

Joshua Tapley

### **QA Testers**

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Benjamin Hines

Brian Hirai

Brian Mathison

Daven DeLidle

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Fausto Lorenzano

Jerry Neyland

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William Pham

### **Booklet Design**

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### **Special Thanks**

Mireille Bertagna

Hugh Bowen

John Foster

Virginia Fout

Flavie Gufflet

Molly Hall

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Suesyn Lam

Scott Johnson

Barry Kehoe

Suzan Rude

Ricci Rukavina

Marcus Sanford

Tammy Schachter

Sandra Shagat

Jason Subia

Brent Watts

Fiona Wilson

Meredith Wollman

Charles Yam

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## The PEGI age rating system:

Age Rating categories:  
Les catégories  
de tranche d'âge:



**Note:** There are some local variations!

**Note:** Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:  
Description du contenu:



For further information about the Pan European Game Information (PEGI) rating system please visit:

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Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

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